ABSTRACT OF THE DISCLOSURE

A game device is provided which has a function to automatically compose background music without forcing a player to input complicated operations, while allowing the player to enjoy the game. A game processor (22) receives operational signals from a control pad (10) and thereby performs the game processing. An accompaniment parameter generator (25) receives, from the game processor (22), parameters relating to the status of the game and then generates an accompaniment parameter which corresponds to the status of the game. A melody parameter generator (24) receives the operational signals from the control pad (10), and then decides on scales, sound production starting time, note lengths and other necessary conditions by considering the operational signals as sound producing factors for a melody. The starting time for producing the melody is determined by referring to the sound producing timing of the melody which is included in the accompaniment parameter. A sound processor (26) reproduces the background music which is specified by the accompaniment parameter and the melody parameter.

34